

IN THE CLAIMS:

Please amend claims 52 to 61 and add new Claims 62 to 85 as shown below. The claims, as pending in the subject application, now read as follows:

1. to 8. (Canceled)

9. (Original) A gaming machine printer, comprising

a stationary module;

a mobile module slidably coupled to the stationary module; and

a coiled electrical cable for coupling electrical signals between the mobile module and the stationary module.

10. (Original) The gaming machine printer of Claim 9, the mobile module

further comprising a sub-module movably coupled to the mobile module, whereby the sub-module may be opened to service the mobile module.

11. (Previously presented) A gaming machine printer for generating and

using a voucher, comprising:

a processor;

a thermal print mechanism coupled to the processor;

an optical scanner coupled to the processor;

a memory coupled to the processor, the memory having program

instructions executable by the processor stored therein, the program instructions comprising:

- generating a test image on the voucher using the thermal print mechanism;
- generating scanned voucher signals by scanning the voucher using the optical scanning device; and
- adjusting power supplied to the thermal print mechanism when the scanned voucher signals indicate that the test image is not properly generated.

12. to 15. (Canceled)

16. (Previously presented) The gaming machine printer of Claim 11, wherein the thermal print mechanism further comprises individual thermal elements, the program instructions further comprising:

- generating an electrical stimulus transmitted to an individual thermal element;
- receiving a feedback signal from the individual thermal element in response to the electrical stimulus; and
- generating an entry in a memory store when the feedback signal indicates that the individual thermal element is out of tolerance.

17. (Previously presented) A method of operating a gaming machine printer for generating and using a voucher, the gaming machine printer comprising a thermal print mechanism and an optical scanner, the method comprising:

generating a test image on the voucher using the thermal print mechanism;

generating scanned voucher signals by scanning the voucher using the optical scanning device; and

adjusting power supplied to the thermal print mechanism when the scanned voucher signals indicate that the test image is not properly generated.

18. to 21. (Canceled)

22. (Previously presented) The method of operating a gaming machine printer of Claim 17, wherein the thermal print mechanism further comprises individual thermal elements, the method further comprising:

generating an electrical stimulus transmitted to an individual thermal element;

receiving a feedback signal from the individual thermal element in response to the electrical stimulus; and

generating an entry in a memory store when the feedback signal indicates that the individual thermal element is out of tolerance.

23. (Previously presented) A gaming machine printer, comprising:
a processor;
a first communication port coupled to the processor;
a second communication port coupled to the processor;
a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

determining when a first device is coupled to the first communication port;

notifying a cashless enabled game coupled to the second communication port when the first device is coupled to the first communication port; and

establishing a communication session with the first device.

24. (Previously presented) A method of operating a gaming machine printer having a plurality of communication ports, the method comprising:

determining by the gaming machine printer when a first device is coupled to a first communication port;

notifying by the gaming machine printer a cashless enabled game coupled to a second communication port when the first device is coupled to the first communication port; and

establishing by the gaming machine printer a communication session with the first device.

25. (Previously presented) A gaming machine printer, comprising:
a processor;
a plurality of communication ports coupled to the processor;
a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

for each of the plurality of communication ports, determining if a device is coupled to the communication port; and

establishing a communication port as a native port when a device is detected on the communication port.

26. (Previously presented) A method of operating a gaming machine printer having a plurality of communication ports, the method comprising:

for each of the plurality of communication ports, determining by the gaming machine printer if a device is coupled to the communication port; and

establishing by the gaming machine printer a communication port as a native port when a device is detected on the communication port.

27. (Previously presented) A gaming machine printer, comprising:
- a processor;
 - a communication port;
 - a nonvolatile memory store coupled to the processor;
 - a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:
 - storing a status of the gaming machine printer in the nonvolatile memory; and
 - transmitting the status of the gaming machine printer to a gaming machine via the communication port.
28. (Previously presented) A method of operating a gaming machine printer, comprising:
- storing by the gaming machine printer a status of the gaming machine printer in a nonvolatile memory;
 - determining by the gaming machine printer the status of a communication link to a game housing the gaming machine printer via a communication port; and

locking the status in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted.

29. (Previously presented) The gaming machine printer of claim 9, the coiled electrical cable further comprising power and communication signals used for the operation of the mobile module included in the gaming machine printer.

30. (Previously presented) The gaming machine printer of claim 9, wherein the coiled electrical cable couples the gaming machine printer to a cashless gaming machine by a separable connector to the mobile module.

31. (Previously presented) The gaming machine printer of claim 9, wherein the mobile module is removable from a gaming machine leaving no active components within the gaming machine.

32. (Previously presented) The gaming machine printer of claim 11, wherein the program instructions for adjusting the power supplied to the thermal print mechanism further comprise increasing the power when the scanned voucher signals indicate that the test image is too light and decreasing the power when scanned voucher signals indicate that the test image is too dark.

33. (Previously presented) The gaming machine printer of Claim 32, wherein the thermal print mechanism further comprises individual thermal elements, the program instructions further comprising adjusting the power supplied to the thermal print mechanism for each individual thermal element.

34. (Previously presented) The method of claim 24, further comprising initiating the determination when the gaming machine printer is first connected to the cashless enabled game.

35. (Previously presented) The method of claim 34, further comprising:
determining if the cashless enabled game is using a communication port by checking for communication signals present on the communication port;
establishing a communication session through the communication port to the cashless enabled game; and
setting up the communications port driver for communications in the native language of the cashless enabled game.

36. (Previously presented) The method of claim 24, further comprising initiating the determination when the gaming machine printer is powered up.

37. (Previously presented) The gaming machine printer of Claim 27, the instructions further comprising:

determining a communication link status to the gaming machine via the communication port; and

locking the status in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted.

38. (Previously presented) The gaming machine printer of claim 37, the instructions further comprising:

on indication that the communication link is interrupted, performing the following:

storing status and other data related to the current operational state of the printer into the non-volatile memory; and

signaling the gaming machine that the gaming machine printer experienced an interruption in communications once communications have been re-established with the gaming machine.

39. (Previously presented) The gaming machine printer of Claim 27, the instructions further comprising updating the non-volatile memory with information as to the printer's operational status.

40. (Previously presented) The gaming machine printer of Claim 39, wherein the non-volatile memory is updated on a power failure.

41. (Previously presented) The gaming machine printer of Claim 39, wherein the non-volatile memory is updated periodically.

42. (Previously presented) The gaming machine printer of Claim 39, the instructions further comprising reporting the printer's operational status in response to a power failure.

43. (Previously presented) The gaming machine printer or claim 39, the instructions further comprising:

storing the printer's operational status in the non-volatile memory before a power failure; and

using the stored printer's operational status to reconstitute a partially completed operation interrupted by the power failure.

44. (Previously presented) A voucher path management system for a gaming machine printer, the voucher path management system comprising a serpentine voucher path accessible by means of a hinged pivoting openable sub-module,

wherein the serpentine voucher path is defined by a plurality of rollers and a voucher guide, and

wherein a voucher held in the serpentine voucher path is fully accessible when the sub-module is opened.

45. (Previously presented) The voucher path management system of Claim 44, further comprising a sensor coupled to a processor within the gaming machine printer, the sensor detecting whether the sub-module is opened or closed.

46. (Previously presented) The voucher path management system of claim 44, further comprising a bursting bar between the print mechanism and the voucher path management system,

wherein the serpentine voucher path further comprises a pinch roller operating in synchronization with the operation of a printer mechanism, with the pinch roller placed after the printer mechanism in the serpentine voucher path, and

wherein a printed voucher is tensioned by the pinch roller against the burster bar at a perforation thereby separating the printed voucher from a blank voucher held in the printer mechanism.

47. (Previously presented) The voucher path management system of claim 44, the paper transport device further comprising an optical scanning device coupled to the processor.

48. (Previously presented) The voucher path management system of claim 44, the paper transport device further comprising one or more paper detection sensors coupled to the processor allowing the gaming machine printer to detect the presence of paper within its path.

49. (Previously presented) The voucher path management system of claim 44, wherein the paper feed path is further defined by one or more rollers in a bottom portion of the paper transport device and one or more rollers in the sub-module.

50. (Previously presented) The voucher path management system of claim 44, the paper transport device further comprising a paper present sensor located at an end of the paper feed path and coupled to the processor, the paper present sensor detecting when a paper voucher has been taken from the paper transport device after printing.

51. (Previously presented) The voucher path management system of claim 44, wherein the gaming printer reports the paper voucher being taken, if detected, to a gaming machine connected to a communication port.

52. (Currently amended) A gaming machine printer, comprising:
~~a processor;~~
a plurality of communication ports; and
a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the instructions comprising, for each of the plurality of communication ports, conducting communication exchanges with a connected gaming machine or other host
a controller adapted to concurrently establish a communication session on one or more of the communication ports connected to one or more gaming machines or hosts.

53. (Currently amended) The gaming machine printer of claim 52, wherein the controller is further adapted to use ~~program instructions further comprise using~~ any of the plurality of communication ports as a communication port for downloading printer program instructions.

54. (Currently amended) The gaming machine printer of claim 52, wherein the controller is further adapted to use ~~program instructions further comprise using~~ any of the communication ports as a communication port for downloading information into a memory of the gaming machine printer, the information utilized in the configuration of printed output from the gaming machine printer.

55. (Currently amended) The gaming machine printer of claim 52, wherein each of the plurality of communication ports are for communication using a protocol selected from the group including a serial protocol, a parallel protocol, a Universal Serial Bus protocol and an Ethernet protocol.

56. (Currently amended) The gaming machine printer of claim 52, wherein the controller is further adapted to use ~~the program instructions further comprising using~~ any of the plurality of communication ports as a port for uploading gaming machine printer configuration information to a host.

57. (Currently amended) The gaming machine printer of claim 56, wherein the plurality of communication ports include a primary port connected ~~connectable~~ to a gaming machine and a second primary port connected to ~~connectable with~~ a host, and wherein the controller is further adapted to ~~instructions further comprise;~~ disconnect ~~disconnecting~~ the primary port connected to the cashless enabled game while the host is connected at the second primary port; and receive ~~receiving~~ program instructions and data from the host connected to the second primary port.

58. (Currently amended) The gaming machine printer of claim 57, wherein the controller is further adapted to detect ~~the instructions further comprising detecting~~ when the host has been connected to the gaming machine printer.

59. (Currently amended) The gaming machine printer of claim 52, wherein the controller is further adapted to use ~~the program instructions further comprising using~~ any of the communication ports as a port for uploading to a host statistical data related to operation and output of the gaming machine printer.

60. (Currently amended) The gaming machine printer of claim 52, the controller further adapted to identify ~~the program instructions further comprising~~ ~~identifying~~ a communication port to use as a primary port to communicate with a cashless enabled game.

61. (Currently amended) The gaming machine printer of claim 52, the controller further adapted to detect the program instructions further comprising detecting when a host has been coupled to the gaming machine printer.

62. (New) The gaming machine printer of Claim 52, the controller further adapted to:

receive printable objects from the gaming machines or hosts connected by the one or more communication ports; and
print the printable objects.

63. (New) The gaming machine printer of Claim 62, wherein the printable objects are selected from a group including a voucher, a receipt and a ticket.

64. (New) The gaming machine printer of Claim 52, wherein a first communication port of the plurality of communication ports is for communications using a first communication protocol and a second communication port of the plurality of communication ports is for communications using a second communication protocol.

65. (New) The gaming machine printer of Claim 64, wherein the first communication protocol is different from the second communication protocol.

66. (New) The gaming machine printer of Claim 64, wherein the first communication protocol and the second communication protocol are the same.

67. (New) The gaming machine printer of Claim 65 or Claim 66, wherein the first communication protocol and the second communication protocol are selected from the group including serial, parallel, Universal Serial Bus (USB) and Ethernet.

68. (New) The gaming machine printer of Claim 65 or Claim 66, the controller further adapted to:

receive on the first communication port printable objects for printing by the gaming machine printer; and

receive on the second communication port programing instructions used to implement receiving the printable objects on the first communication port.

69. (New) A method of operating a gaming machine printer, comprising: providing a plurality of communication ports; and concurrently establishing a communication session on one or more of the communication ports connected to one or more gaming machines or hosts.

70. (New) The method of operating a gaming machine printer of Claim 69, further comprising using any of the plurality of communication ports as a communication port for downloading printer program instructions.

71. (New) The method of operating a gaming machine printer of Claim 69, further comprising using any of the communication ports as a communication port for

downloading information into a memory of the gaming machine printer, the information utilized in the configuration of printed output from the gaming machine printer.

72. (New) The method of operating a gaming machine printer of Claim 69, wherein each of the plurality of communication ports are for communication using a protocol selected from the group including a serial protocol, a parallel protocol, a Universal Serial Bus protocol and an Ethernet protocol.

73. (New) The method of operating a gaming machine printer of Claim 69, further comprising using any of the plurality of communication ports as a port for uploading gaming machine printer configuration information to a host.

74. (New) The method of operating a gaming machine printer of Claim 73, wherein the plurality of communication ports include a primary port connected to a gaming machine and a second primary port connected to a host, the method further comprising:

disconnecting the primary port connected to the cashless enabled game while the host is connected at the second primary port; and

receiving program instructions and data from the host connected to the second primary port.

75. (New) The method of operating a gaming machine printer of Claim 74, further comprising detecting when the host has been connected to the gaming machine printer.

76. (New) The method of operating a gaming machine printer of Claim 75, the method further comprising using any of the communication ports as a port for uploading to a host statistical data related to operation and output of the gaming machine printer.

77. (New) The method of operating a gaming machine printer of Claim 69, the method further comprising identifying a communication port to use as a primary port to communicate with a cashless enabled game.

78. (New) The method of operating a gaming machine printer of Claim 69, the method further comprising detecting when a host has been coupled to the gaming machine printer.

79. (New) The method of operating a gaming machine printer of Claim 69, the method further comprising:

receiving printable objects from the gaming machines or hosts connected by the one or more communication ports; and
printing the printable objects.

80. (New) The method of operating a gaming machine printer of Claim 79, wherein the printable objects are selected from a group including a ticket, a receipt and a ticket.

81. (New) The method of operating a gaming machine printer of Claim 69, wherein a first communication port of the plurality of communication ports is for communications using a first communication protocol and a second communication port of the plurality of communication ports is for communications using a second communication protocol.

82. (New) The method of operating a gaming machine printer of Claim 81, wherein the first communication protocol is different from the second communication protocol.

83. (New) The method of operating a gaming machine printer of Claim 81, wherein the first communication protocol and the second communication protocol are the same.

84. (New) The method of operating a gaming machine printer of Claim 82 or Claim 83, wherein the first communication protocol and the second communication protocol are selected from the group including serial, parallel, Universal Serial Bus (USB) and Ethernet.

85. (New) The method of operating a gaming machine printer of Claim 82 or Claim 83, the method further comprising:

receiving on the first communication port printable objects for printing by the gaming machine printer; and

receiving on the second communication port programing instructions used to implement receiving the printable objects on the first communication port.